Claims:

1. A tracking device for marking graphical details (32, 34, 36, 40, 42, 44) in connection with or comprised in a program as an interface for the access of program functions comprised in the details, ~~characterized in that~~ wherein a cursor (28) controlled by means of the tracking device (10) on a display receives a sensory feedback from status signals for a cursor control in a host unit (12, 14, 30), when the cursor hits or passes said graphical details (32, 34, 36, 40, 42, 44) in such a form that means (50) provided in the tracking device (10) generate a movement (46) of the tracking device (10), where a cursor (28) being fixed in a detail can freely move within the borders of the detail (32, 34, 36, 40, 42, 44).

2. A tracking device according to claim 1, ~~characterized in that~~ wherein the movement of the tracking device consists of that it vibrates, bounces, bumps or slants.

3. A tracking device according to claim 1 to 2, ~~characterized in that~~ wherein the cursor can be fixed within the borders of optional details (32, 34, 36, 40, 42, 44), when the cursor (28) hits the borders or passes them and when the cursor is released during a pressing-down of the casing (20) of the tracking device.

4. A tracking device according to claim 1 to 3, ~~characterized in that~~ wherein a graphical detail can consist of an icon (34), a key (40, 42, 44), a window (32) or an edge (36) delimiting the frame (30).

5. A tracking device according to claim 1 to 4, ~~characterized in that~~ wherein graphical details in form of key rows are rendering different sensory feedbacks depending on the key and its function.

6. A tracking device according to claim 1 to 5, ~~characterized in that~~ wherein the cursor (28) being fixed in a three-dimensional object or detail is free to move within the volume of the object or the detail.

7. A tracking device according to claim 3 to 5, ~~characterized in that~~ wherein the cursor (28) provides a shadow within the object or the detail if drawn out of these without first being released.

8. A tracking device according to claim 7, ~~characterized in that~~ wherein the shadow allows the cursor to be moved more easily into the object or the detail.

9. A method for marking graphical details (32, 34, 36, 40, 42, 44) in connection with or comprised in a program as an user interface for the access of program functions comprised in the details, ~~characterized in that~~ wherein a cursor (28) controlled by means of the

tracking device (10) on a display receives a sensory feedback from status signals for a cursor control in a host unit (12. 14. 30) when the cursor hits or passes said graphical details (32, 34, 36, 40, 42, 44) in such a form that means (50) provided in the tracking device (10) generate a movement (46) of the tracking device (10), where a cursor (28) being fixed in a detail can freely move within the borders of the detail (32, 34, 36, 40, 42, 44).

10. A method according to claim 9, ~~characterized in that~~ wherein the movement of the tracking device consists of that it vibrates. bounces, bumps or slants.

11. A method according to claim 9 to 10, ~~characterized in that~~ wherein the cursor can be fixed within the borders of optional details (32. 34, 36, 40, 42, 44), when the cursor (28) hits the borders or passes them and when the cursor is released during a pressing-down of the casing (20) of the tracking device.

12. A method according to claim 9 to 11, ~~characterized in that~~ wherein a graphical detail can consist of an icon (34). a key (40, 42, 44), a window (32) or an edge (36) delimiting the frame (30).

13. A method according to claim 9 to 12, ~~characterized in that~~ wherein graphical details in form of key rows are rendering different sensory feedbacks depending on the key and its function.

14. A method according to claim 9 to 13, ~~characterized in that~~ wherein the cursor (28) being fixed in a three-dimensional object or detail is free to move within the volume of the object or the detail.

15. A method according to claim 9 to 14, ~~characterized in that~~ wherein the cursor (28) provides a shadow within the object or the detail if drawn out of these without first being released.

16. A method according to claim 15, ~~characterized in that~~ wherein the shadow allows the cursor to be moved more easily into the object or the detail.

Add 6-15

Add 6-16